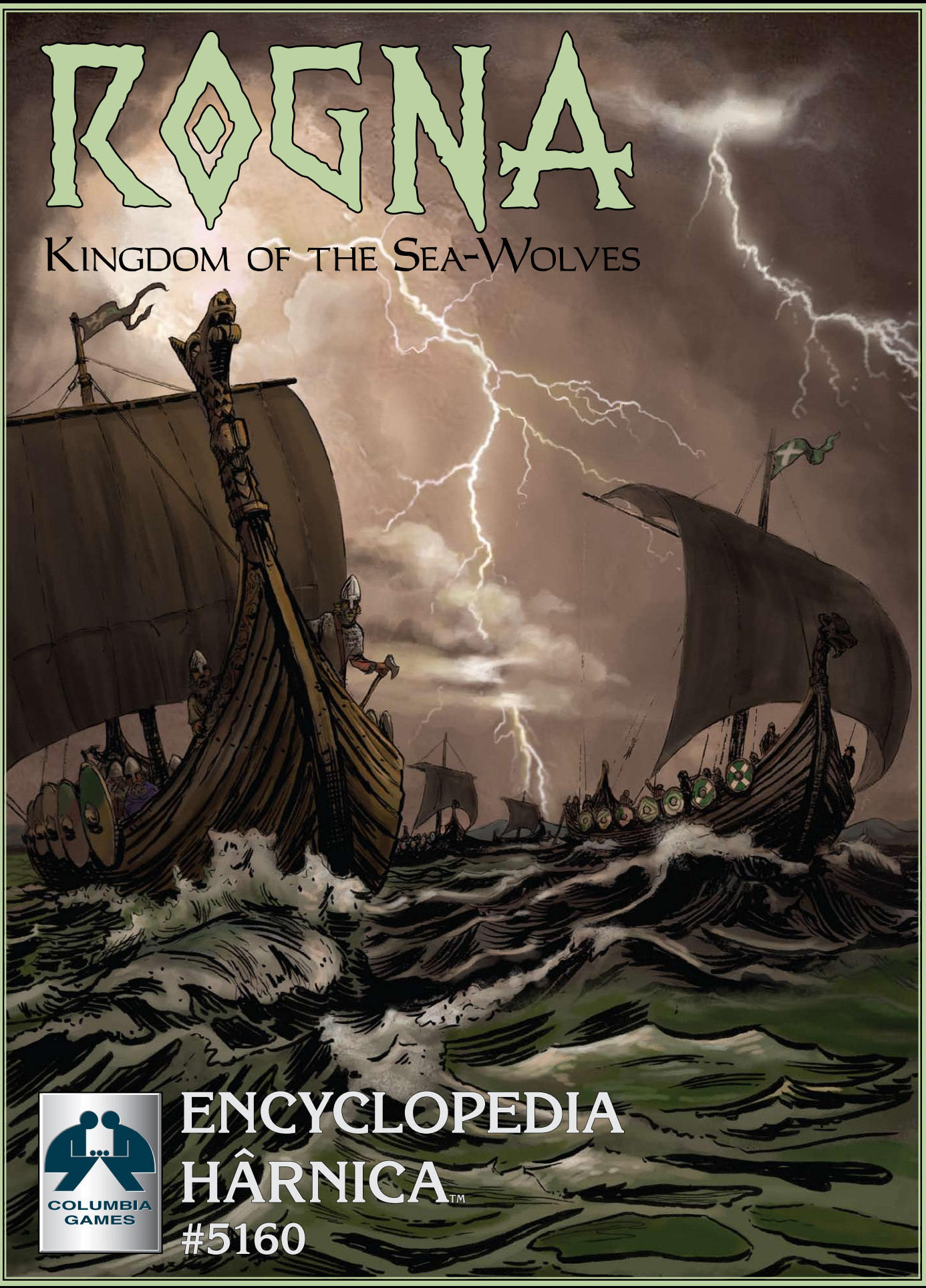
RØGNA

Kingdom of the Sea-Wolves



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ROGNA 1

Rogna is an Ivinian kingdom in the Elkyri Islands off the west coast of the Kingdom of Menglana. Ruled by Haakis Turensyn from his stronghold in Coselin, Rogna is known for the ferocity and rapacity of its "sea-wolves," viking raiders who terrorize ships and settlements along Ivinia's western coast.

The Elkyris were first colonized by exiles from Menglana, which soon realized the potential of the isles and conquered the former outlaws. The autonomous islanders never integrated with the rest of the kingdom. A rebellion in 480 TR ousted the Menglanan overlords and led to the establishment of the Kingdom of Rogna. Independence is now firmly established but Menglana has never relinquished its claim to the Elkyri Isles.

The kingdom consists of three thranaals: Coselin, Heling, and Ilby. Coselin is the seat of the king and has the largest settlement, which boasts an impressive stone-walled vathran and keep and a magnificent temple to Sarajin. Clan Turensyn are shipwrights and Coselin is also home to the royal fleet of dragonships. Clan Gelda, holders of Ilby, have close connections with Orbaal and are building a small keep to better protect their thranhold. Heling, seat of Clan Hulthard, is the smallest thranaal and has the most devout and traditionalist population.

The kingdom's largest source of income is piracy, narrowly edging out fishing. Although agriculture is less important in terms of wealth, locally produced food is essential for the kingdom's isolated and exposed communities. Hunting, trapping, forestry, and minerals all play a part in the kingdom's economy.

HISTORY

Although Ivinian clans have maintained summer fishing camps and temporary pirate bases on the Elkyri Islands since 200 BT, the notoriously foggy islands were not settled until well into the 3rd century TR. Beginning around 250 TR, a trickle of Menglanan exiles outlawed by the rising Stahler clan colonized Heg Island. Heling thranaal was founded in 310 by Clan Hulth, who had fled a small thran in Leimenfjord.

Location: Elkyri Islands, Ivinia
Atlas Maps: Ivinia B5, C4, C5, C6, D5, D6
Government: Monarchy
King: Haakis Turensyn
Culture: Feudal/Viking
Population: 21,700
Royal Seat: Coselin
Largest City: Coselin, pop. 2,500 plus 1,345 in outlying clanholds

Kings of Rogna

Clan Abalar

Kalaki	480–521
Noristin	521–538

Clan Choribon

Bjandal	538–589
Haraka	611–625

Clan Turensyn

Aaren I	625–644
Bulynd	644–683
Aaren II	683–711
Haakis	711–present

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The trickle grew to a flood in the 4th century, most notably when Clan Abals of Hilm was outlawed in 365 by Vulen Stahler after the execution of Derki Abal for treason. The surviving clansmen established Coselin on Ysling Island and took the clan name of Abalar. Ilby, the last of the great thranaals, was founded in 371.

Stahler Rule

The exiled clans did not remain free for long. Seeking to control the whole western seaboard of Ivae, Menglanan kings soon demanded tribute from the Elkyri clans. When the proud fishermen refused to submit, King Vulen II of Menglana ordered the conquest of the islands. In 426, Heg Island was stormed and Ilby burned to the ground with few survivors; Ysling Island was annexed the following year. The Menglanan king imposed an excessive tribute of one fish in five as punishment.

Over the next three generations, most Elkyri clans took to piracy against Menglanan vessels, partially to offset the fish tax but mainly for revenge. Clan Abalar of Ysling, who called themselves the Rognans (Ivinian for "wrecking rocks"), excelled in this and soon assumed leadership of all Elkyri clans. They received tribute from the other Elkyri clans and reluctantly paid tribute to Pelyn, usually with wealth captured from Stahler vessels.

The Rogna Rebellion

In 475, the now powerful and wealthy Abalars took advantage of the weak and timid rule of Lonn Stahler and paid no tribute to Menglana for five years. As expected, the Menglanan king did nothing other than send emissaries to protest. Confident that he could repel all but the most massive invasion, Kalaki Abalar declared the Elkyris to be independent in 480 and named his new realm the Kingdom of Rogna.

The following year, the foundation stone of the great new temple of Sarajin was laid in Coselin to celebrate the formation of the kingdom. The temple was laid out on an impressive scale, far bigger than the vathran needed. Despite a one-in-ten tithe on the whole population of the thranaal, it still took more than two decades to fund and build the first temple.

After fighting off 20 years of Menglana's repeated, ineffectual attempts to reconquer his new kingdom, King Kalaki affirmed Rogna's independence by conquering the petty kingdoms of Endelby, Helgeby, Ibesleg, and Nejusi on the Ivinian mainland between 500 and 510.

Kalaki was killed in 521 while leading a raid in Shorkyne; he was hit over the head with a cooking pot of hot pottage by the woman he was trying to rape. After his men slaughtered all the inhabitants of the village, they elected his son Noristin as king by popular acclaim.

Choribon Rule

The crown passed to Clan Choribon in 538 when that clan's valhakar, Bjandal, married King Noriston Abalar's only daughter. With the rich income gained from the subjugated mainland thranaals, the Choribons maintained an impressive fleet of more than 50 warboats.

In 590, a year after Bjandal's death, terrible storms and floods ravaged the islands, greatly damaging crops and settlements. Ilby was particularly affected, with more than 50 longhouses destroyed. The unpopular King Haraka, who many considered a heretic, was blamed for the tragedies. To redeem himself, Haraka sought to assuage the displeasure of Sarajin by banishing known devotees of all other gods from Rogna.

During the nine decades of Clan Choribon's reign, Menglana made only sporadic attempts at reconquest. Although the Stahler kings wished to take back Rogna, their jarls were more concerned with internal squabbles and the rise of the neighboring kingdoms of Ibanvaal and Seldenbaal. Between 599 and 621, Menglana absorbed the kingdoms of Sulubin, Stimby, and Trondis, thus giving the kingdom control of all of western Ivinia with the exception of Rogna.

The Rise of Clan Turensyn

Clan Turensyn won the Rognan kingship in 625. Originally a small exiled clan from Suteling, they became the dominant shipbuilding clan in Rogna and were respected and admired for their swift, sturdy ships. Aaren Turensyn, an able and respected valhakar, took the throne as wergild when Haraka Choribon brought shame on his clan for the rape and murder of Barla Turensyn, Aaren's eldest daughter.

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Clan Turensyn also took control of Ythan thran and its tributaries, the main Choribon holdings in Coselin thranaal. Clan Gelda in Ilby took the opportunity to seize Olmonholm and its tributary thrans. The Clan Choribon inhabitants of these thrans consider themselves harshly abused by the loss of status, crown, and holdings and would like to regain major greatclan status.

Between 640 and 647, the vathran of Coselin was fortified in stone; a wall was constructed around the entire vathran and an impressive new castle was built with the aid of masons captured from Shorkyne. These works were funded through extensive piracy.

The black sails of Rogna were soon feared across north-western Lythia. The kingdom had a surplus of strong men who were unlikely to inherit their family's land. With skills honed by piracy and viking raids, many had thoughts of large-scale conquest. In 663, Clan Hulthard captured Bwasyn in northern Hârn, renaming it Arone. From 674 to 677, Jerend Gelda, grandfather of the current jarl of Ilby, led a force to aid Clan Taaren of Horko in the conquest of Jara, now known as Orbaal. The raiders captured Lethwyn in 677 and that settlement is now named Geldeheim after Clan Gelda. Despite gaining honor and booty, however, Clan Gelda won no lands and returned to Ilby. In 703, men from Clan Gelda returned to Hârn. They took Lorkin keep and settled there, adopting the clan name Geldestaar.

Shortly after their victories in Jara, disaster struck at home. A virulent disease known as the *Kvæledœd,* or "choking death," was introduced to Rogna in 668 by a boatload of newly enslaved thralls. Nearly 2,000 men, women, and children perished. Minor outbreaks of the disease continue to the present day. Infected households or clanholds are isolated from the rest of Rogna until everyone is dead or the survivors are shown to be free of the affliction.

Secession

Aaren's successor, Bulynd, sought to take advantage of the confusion in Menglana during the reign of Jasen the Mad. In 675, he built a score of dragonships and planned the invasion of Hutheng and other Menglanan territories. To finance this dream, he quadrupled the tribute demanded from clans. These excessive demands were resisted by Jarag Gelem of Endelby, who united the four mainland thranaals into the single kingdom of Gelemaar in 682. When Jarag declared independence from Rogna and sought protection from Seldenbaal, Rogna promptly besieged Endelby. The siege was lifted the following year when Seldenbaal sent a reinforcing fleet. Bulynd was killed and many boats were destroyed, including the main dragonship of the royal fleet. For the first and only time, the infamous "sea-wolves" of Rogna suffered a serious naval defeat.

Consolidation

In 711, King Aaren II, Bulynd's son, died from an arrow in his back in a hunting accident. Aaren was 64 and his nephew, Haakis, was accused of loosing the arrow after growing impatient with waiting for nature to take it course. Nothing was proven and Haakis was selected to succeed his uncle to the royal title.

Clan Gelda began constructing a keep in Ilby in 713 and has sent emissaries to the Geldestaars of Lorkin demanding that tribute be paid to them. Some Rognans believe that this demand was the tip of the iceberg and that Clan Gelda were actively advocating Orbaal's full independence from Menglana. King Haakis is wary of the Geldas' motives, believing they want Orbaal for themselves so they can use its strength to take control of Rogna. Mutual suspicions over Orbaal continue to sully the relations between the Geldas and Turensyns.

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CURRENT SITUATION

Rogna has mounted an escalating yet undeclared war against both Menglana and Gelemaar for decades. Thrans along Ivinia's western seaboard live in terror of the sea-wolves who strike with impunity in black-sailed ships, rape and pillage, then return to the foggy Elkyri Islands. Few prisoners are taken during these raids and prominent clansmen are invariably murdered by the gruesome procedure of the "blood eagle." The holy kingdom of Lokis has been excluded from all such aggression.

Menglana

The split between the Stahlers and Storzars and Ibanvaal's invasion of Froby have drawn Menglana's attention to the east. King Haakis plans to use this distraction to conquer northern Menglana. With a mix of charm, gifts, marriage, and coercion, he is attempting to suborn Menglana's outlying clans, including the Algaars, Daasels, Forseths, Uthersens, and factions of Clan Beren. Those that rebuff his advances, like Clan Durgym, are targeted with raids. King Hlanakar of Menglana is aware of Haakis' intentions but he sees him as a lesser threat than the Dagen of Ibanvaal. Rogna continues to weaken Menglana's maritime power by targeting the ships of the Stahlers and their close allies.

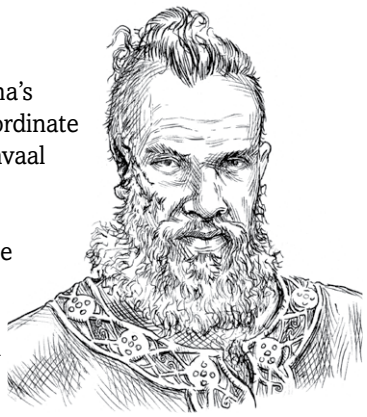
Hutheng and Northern Menglana

It is well known that King Haakis intends to invade Hutheng and subdue Inlevik this summer. He is covertly seeking help from Clan Daasel and elements of the Agrikan Church. As Rogna has more than 100 warships and several thousand warriors, King Haakis will probably succeed unless Menglana interferes (see "Invasion Plans," page 11). Once Clan Beren is defeated, Methgar Daasel plans to rebel against Rogna and rule Hutheng himself. Next summer, King Haakis plans to demand tribute from Amavik, Orgund, Visoloy, and Wulfenheim. Individually, these thranaals are almost powerless to resist and there is no guarantee of help from King Hlanakar, especially if Ibanvaal invades Storzarlund.

Church of Agrik

The Church of Agrik is weak in Rogna and the active orders regularly oppose one another. The grandmaster of the Order of the V'hirahn, which supports the Dagen of Ibanvaal, has secretly proposed to King Haakis that his order will aid Rogna's conquest of Hutheng in return for grants of land and permission to build temples in Coselin and Inlevik. Haakis is considering the deal despite the fierce opposition of Bjarl Sendarsyn, valhakar of Rogna's priestly clan of Sarajin. Given the ethics of the parties involved and the staunch Rognan faith in Sarajin, it is unlikely that any arrangement will last long.

Ibanvaal



Osidar Dagen, King of Ibanvaal

Haakis has allied with Ibanvaal to speed Menglana's downfall. They plan to coordinate attacks this year, with Ibanvaal striking at Froyaheim and into the Daas heartland of Ygresdram and Myna while Rogna invades Inlevik. King Haakis has a tacit agreement with the Dagen of Ibanvaal to tributary domain over all thrans in Menglana "north and west of Pelyn," which includes Hutheng. Despite this cooperation, Haakis can see that Ibaanvaal will pose a problem if it controls Leimenfjord.

Gelemaar and Seldenbaal

King Haakis sees the Gelemaar thranaals of Endelby, Helgeby, Ibesleg, and Nejusi as wayward parts of his kingdom. He refuses to recognise their secession despite the catastrophic defeat of King Bulynd and has sent emissaries demanding the resumption of tribute. In response, the king of Gelemaar is reinforcing his thrans with higher and stronger palisades, manufacturing weapons and armour, and stockpiling food supplies.

Seldenbaal views the activities of Rogna with suspicion and any military move against Gelemaar will be considered an act of war. Rogna's actions against Menglana, particularly the expected invasion of Hutheng, are also of concern to Seldenbaal. Although keen to clip the wings of its northern neighbor, Seldenbaal needs to keep the majority of its army at home to counter Ibanvaal's threat to its northern borders. If Rogna invades Hutheng, Seldenbaal may raid Heling, which is expected to be poorly guarded. No attempt will be made to hold the vathran but it will be a warning to King Haakis. If Ibanvaal mounts a full-scale invasion of the heartlands of Menglana, the diminished threat to Seldenbaal will give the kingdom a freer hand against Rogna.

Orbaal

Clan Turensyn has no claims on Orbaal. King Haakis wants to ensure that kingdom does not aid Menglana and has promised King Alegar II full independence in return for his neutrality. Clan Gelda, however, are less keen to give up their claims for tribute from the Geldestaars of Lorkin. King Alegar does not acknowledge the claims of Menglana or Rogna and has yet to decide what to do about Menglana's calls for tribute and aid. Clan Hulthard maintain friendly relations with their kinsmen in Arone, who have a bloodfeud with the Geldestaars.

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CLAN TURENSYN

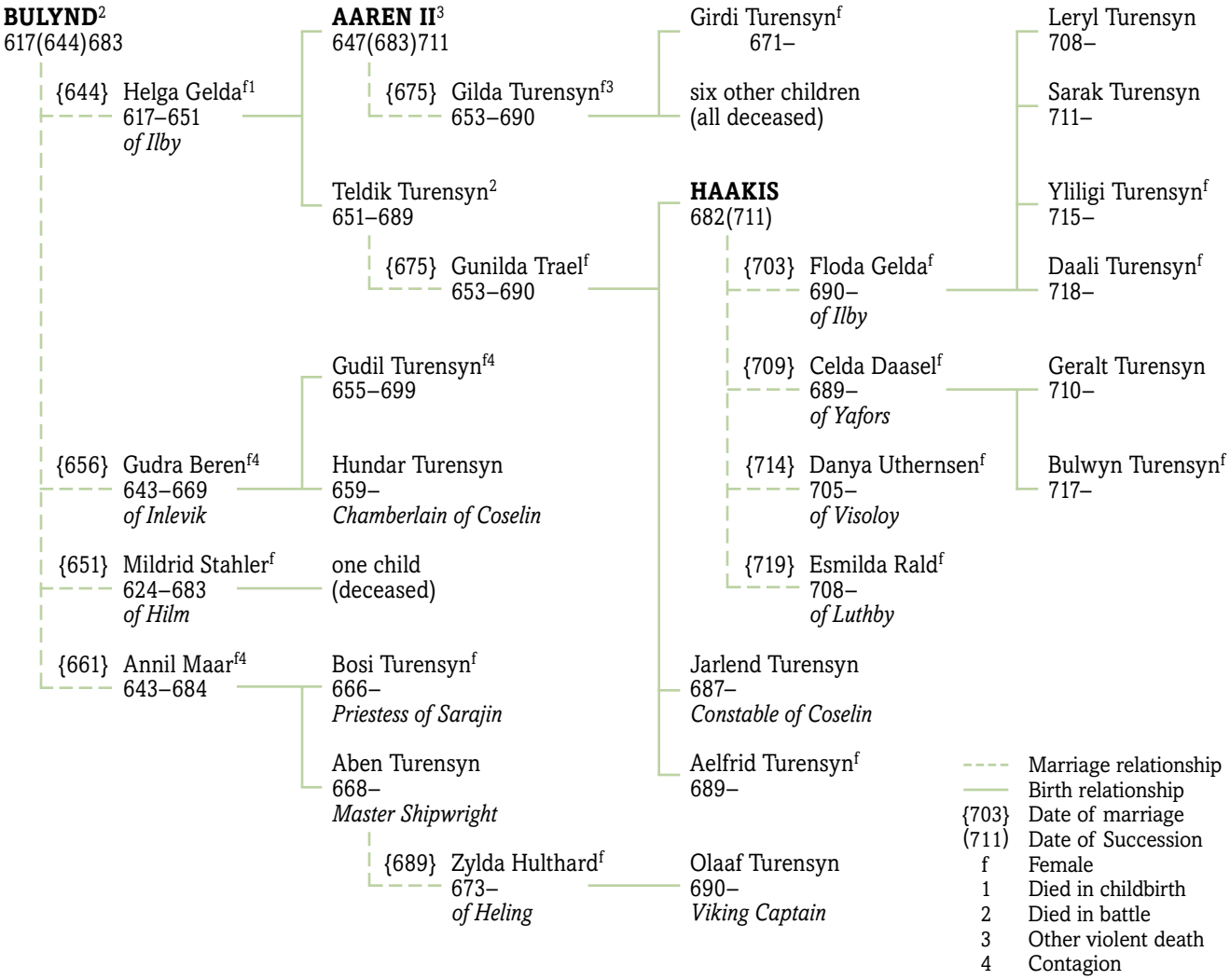
Clan Turensyn is the largest in Rogna, with a few thousand members. The clan gained the throne in 625 and King Haakis succeeded his uncle Aaren II in 711.

In addition to having large tracts of agricultural land, the clan are Rogna's shipbuilders. The main shipyard is in the vathran of Coselin, with smaller yards in Ilby and Heling and slipways in a few other thrans. They have built more dragonships than any other Ivinian clan. The master shipwright is Aben Turensyn, uncle to King Haakis, son of King Bulynd, and father of Olaaf, Haakis' main rival.

King Haakis has four wives and six children. His wives are political marriages that have strengthened ties to the Geldas of Ilby and with the Menglanan clans of Daasal and Uthernsen. He wed his latest wife, Esmilda Rald, sister of Jarl Rald of Luthby, in secret. Haakis' eldest son, Leryl, is 11; he excels in his warrior training but suffers from shyness and a slight stammer.

Haakis' younger and intensely loyal brother, Jarlend, is an accomplished axeman, leader of the king's huscarls, and constable of Coselin Castle. His sister, Aelfrid, is married to the brother of Derki Hulthard of Heling and his elder step-sister Girdi married into Clan Algaar of Orgund. Girdi's brother Sertaal, who was seen as King Aaren's heir, died in a fishing "accident" in 710 at the age of 15. Haakis' aunt Bosi is a senior priestess of the Cult of the Elkyri in Kyriheim.

The leader of the Turensyn thrangaad is the white-haired Hundar, the chamberlain of Coselin. The last succession council was a close-fought battle between Olaaf and Haakis. Olaaf was seen to lack leadership and warrior experience but has spent the last nine years leading viking voyages. Jarlend, Olaaf, and Leryl could all be contenders to replace Haakis as valhakar. If Haakis dies before Leryl reaches manhood, Jarlend is likely to declare himself "King Protector" of Leryl, which would likely lead to deadly conflict with Olaaf.



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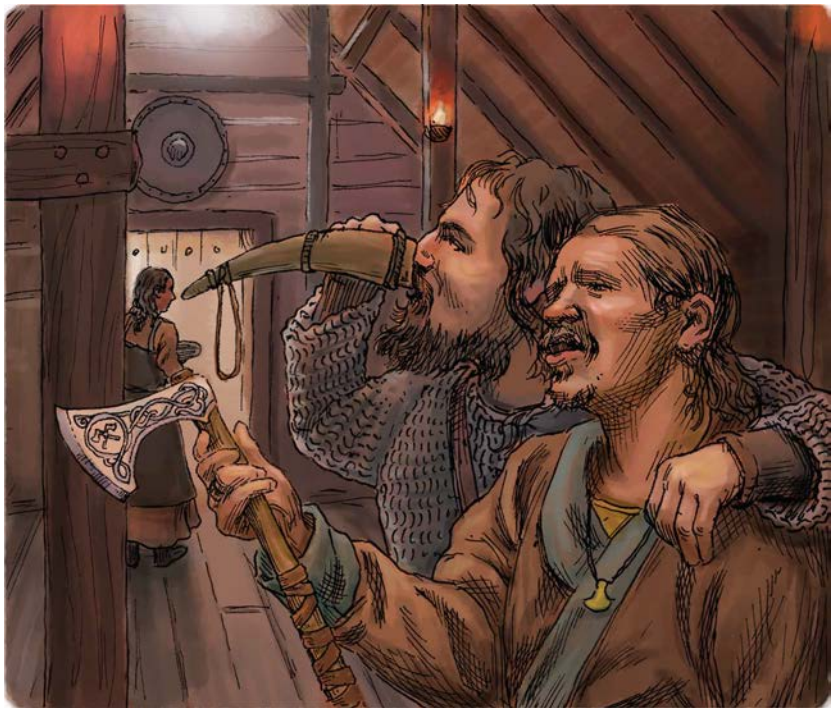
RELIGION

The Church of Sarajin is fanatically supported in Rogna, with reverence for the various Elkyri being particularly strong. The major settlements all have temples to the "King of the Icy Winds," including a magnificent one in Coselin. Clan Sendarsyn is the priestly clan of Rogna and Valhakar Bjarl is a close advisor of the king. Everyone, regardless of faith, is expected to follow the *Ljarl*; those who don't are fined or outlawed in the theng. Rognans observe all Sarajinian holy days.

Rognan fishermen are superstitious folk and sacrifice part of their catch to Njehu, lord of whales. Other clansmen sacrifice a portion of their crop or livestock or, more normally, acquire fish to be sacrificed. The offerings are sacrificed on the beach or, if inland, outside the temple door by throwing them onto a fire. Since Sarajin is only interested in the act of sacrifice and not the remains themselves, all the assembled share in the holy feast of grilled fish.

The Church of Agrik is trying to get a foothold in the kingdom but is mostly disregarded. There are no temples or chapels and its priests are ignored by the populace as long as they respect the Ljarl. Priests who have tried to convert people to their faith, or who have preached contrary to the Ljarl, have found themselves thrown off the end of the nearest pier and told to swim to their god. Less-fortunate priests have been rowed out to sea before being thrown overboard or have been tied to the tide stake.

Followers of other churches are rare. Priests of Ilvir and Peoni are generally tolerated by the rural populace but win few converts; the occasional foreign missionaries invariably leave after a few months. Although most Yarili in Rogna follow a version of the Sarajinian faith, a few worship Ilvir or Siem (who they call Husraal) or quietly practice their traditional shamanic ways. The churches of Naveh and Morgath are proscribed by the king; those of the faith found in Rogna can expect a lingering and painful death.



Festivals

On 30 Savor, the winter solstice and longest night of the year, Rognan villagers make a torch-lit procession from the hall of Sarajin around the bounds of their settlement before returning to the feasting halls to drink and celebrate. It is considered especially auspicious when the curtains of light known as "Sarajin's cloak" are seen in the night sky.

The sea ice starts to break up around the 1st of Nuzyael, an event celebrated in coastal settlements. The head fishermen set out in their boats to see what they can catch. If the catch is bountiful, the settlement will be blessed with fish all year. It is an ill omen if no fish are caught; the settlement is considered cursed until Njehu can be appeased with sacrifices.

Food and Drink

Rognan cuisine is based on preserved foods. The growing season is so short, and supplies brought in by sea so expensive, that the summer's bounty has to last all year. Fish is the main source of protein and much of the summer's catch is dried for winter consumption. Mutton and goat are the most common red meats, supplemented with pony, hare, wild boar, and venison; pork is less common and beef is rare and expensive. Wild fowl, especially geese, are plentiful. Oats, rye, and barley are the staple crops, as wheat doesn't grow well here. Oats are used in pottage, porridge, and biscuits. Much of the barley is turned into ale and the rye into round loaves of dense, crusty bread. Cider is produced in small quantities and some is left outdoors to freeze to produce applejack.

Each thranaal has its specialties. Fishermen from Heling are skilled in catching herring, which is smoked on the beach to make the Heling Smokie that is popular throughout Rogna. One Coselin specialty is a thick pottage made from barley, salt cod, and dried beans, eaten with hunks of rye bread and dark stout ale. Ilby is famed for its oatcakes, which are baked hard for long sea journeys. These are typically eaten with a crumbly, sour, salty cheese made from sheep's milk, and dried fruits pickled in cider-vinegar and imported pepper.

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FAMILIES AND CLANS

Rognan society is based on the extended family: a man, his wives, their children and grandchildren, and maybe dependant elders such as parents or aunts and uncles. The family members share a longhouse along with any thralls and livestock they own. Closely related families, especially those within the same clan, often live in longhouses grouped into a cluster known as a clanhold.

A clan is a large group of families, sometimes thousands of persons strong, who all share common ancestors and purpose. The elected head of a clan is known as the valhakar. In Rogna, clans specialize in and monopolize certain trades; all members of the trade will be members of that clan.

Thrans

Groups of clanholds usually owe tribute to larger settlements known as thrans. A thran will have eight or more, sometime up to 100, families and longhouses. A clan who holds a thran is known as a greatclan. Greatclans are often referred to as minor and major, the sole difference being the size and importance of the thran they hold. The biggest thrans, those held by major greatclans, are known as vathrans. Each vathran controls a large domain of land known as a thranaal, which encompasses many thrans and clanholds. The valhakar of a major greatclan is often given the honorary title "jarl," although some lesser valhakars also claim this title for themselves.

Thrangaad

Although the valhakar is the head of the clan, the elders and most powerful men in the clan form the thrangaad, or clan council. The thrangaad advises the valhakar and controls the clan's collective wealth. These funds are in addition to those that an individual clansman owns in his own right; the allocation of clan funds is often in dispute. In Rogna, only those who own at least a warboat can claim a seat on the thrangaad of a greatclan.

Appearance and Clothing

The people of Rogna are a mix of Ivinian and Yarili but some are exiles from more distant lands. The typical Rognan is tall, blond, and blue-eyed, but some are short redheads with brown eyes and others are swarthy. No distinction is made based on looks; an individual who is a loyal follower of King Haakis, Sarajin, and the Ljarl is considered a proper Rognan.

Rognans tend to wear linen tunics over loose wool trousers, with a long, thick wool *kyrtil* decorated with embroidery or bright woven trimmings. Trousers are bound by linen gaiter strips over leather calf boots. The elements are kept at bay by a fur-trimmed gown or *coate* and a long, hooded, waterproof cloak fastened with double broaches. Men and women wear similar clothing although that worn by women tends to be longer and of lighter colors. In extreme conditions, such as in blizzards or when hunting seal on an ice pack, Rognans wear sealskin trousers and coats; these have the fur on the inside and are often trimmed with sea otter fur.

A man who has crewed a ship on a successful viking raid or piracy expedition is entitled to wear a black cloak, a cultural right that is fiercely protected by the entitled. Rogna's black-cloaked warriors are hated and feared nearly as much as the black-sailed ships they sail.

Music and Entertainment

On long, cold nights, Rognan families gather on fur-clad benches around the open hearths and listen to fantastic tales, crude jokes, and parables of Sarajinian lore. On fortunate occasions, a skald will take the floor to recite eddas and sagas; most are also talented singers and are accompanied by lyre and hand-drum. Skalds travel from clanhold to clanhold, rewarded with gifts of food, ale, and a warm bed. The best entertain jarls and kings and are richly rewarded after staying as their guests through the whole winter. Rognans of all ranks enjoy feasting on roasted meats and copious amounts of ale. The serving thralls often belong for the night to whoever can catch them.

In summer, Rognans revel in physical contests such as wrestling, running and jumping, spear throwing, and rowing. In the winter, skiing and skating are popular sports as well as modes of transport.

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ECONOMICS

The Rognan standard of living may be the highest in Ivinia. The plentiful thrall labor has freed many women for other pursuits. Even the poorest freemen can afford good clothes, plenty of nourishing food, and warm, dry homes. The ruling branches of the three greatclans, especially the Turensyns, are exceedingly wealthy.

Barter is the most common form of conducting business, although the presence of foreign coinage taken as booty is beginning to change that. The economy is dependant on fishing, whaling, and piracy. The greatclans engage in all three activities and protect the smaller clans in return for a modest share of their revenue. Rogna's expansionist jarls rely primarily on viking raids for income and largely spurn trade. Even the smallest clans normally have a warboat or two and young men traditionally go viking until at least 30 before following their father's trade.

Piracy brings Rogna treasure, goods, livestock, and thralls. Although the kingdom's pirates concentrate on Menglanan merchantmen, any non-Rognan vessels encountered are targets. The kingdom's black-sailed vessels patrol the Sea of Ivae and pose a threat to most of the northwestern coast of Lythia. Mariners know that those who surrender to Rognan pirates will have their coin and cargos taken but will keep their vessel and lives; those who resist will lose everything. Large Rognan fleets launch raids against coastal thrans and keeps. Villages, chapels, and even forts are sacked and set aflame, while treasure, thralls, and livestock are taken. It takes years for a settlement to recover from such an attack.

The bountiful seas around Rogna produce huge hauls of shoaling fish, seals, and whales. Flatfish and shellfish are not abundant but are a luxury for those who can find them. Rogna exports dried fish, especially cod and smoked Heling herring. Whale oil is Rogna's primary export to the south, but other whale and seal products are exported as well, including dried meat, ambergris, and ivory.

All clans engage in agriculture and husbandry. The poor land quality and the hostile climate make agriculture a marginal venture. Rognan livestock tends to be smaller than average, but with longer and thicker coats. Hardy sheep and goats, semi-wild ponies, and shaggy cows are the most common, but individual households may keep the odd pig or chicken. Hardy cereals and legumes are the mainstay of the fields, with fruit and nuts grown in sheltered spots. Most clans forage in the wilds and hunting is a staple of all Rogans; furs and animal hides are a major export.

Although the islands' volcanic geology makes Rogna rich in minerals, the industry is under-developed and some metal needs to be imported. Rogna exports gems such as amethyst, beryl, garnet, and topaz, as well as ornamental stones like amber, soapstone, and serpentine. The kingdom is self-sufficient for timber, although the stunted trees are mainly conifers; hardwoods like elm and walnut are imported.

Rogna imports salt and exotic spices and relies on captured gold, silver, and iron to supplement its mineral reserves. Its exports go mainly to Chelemby, Hârn, and Shorkyne, but Rognan traders can often be found in much farther ports. Coselin imports from the rest of the kingdom, including leather from Heling, cloth and wood from Ilby, and charcoal and food from both. Coselin trades for these goods using the captured wealth of bullion and luxury goods taken in piracy and raids.

Economic Data

Settlements have a Surplus (+), Demand (–), or are Self-sufficient (•) in the listed commodities. The information is derived from natural resources, land quality, and the geopolitical situation.

ECONOMIC DATA

	Coselin	Ilby	Heling
Charcoal	–	+	+
Cloth	•	+	–
Fish	+	+	+
Furs	+	–	•
Gems/Amber	+	+	•
Grain	•	•	•
Horses	–	•	•
Leather	–	•	+
Luxury	+	–	–
Metals/Ore	–	•	–
Oil (Whale)	+	+	+
Pottery	•	•	–
Preserved foods	–	+	+
Salt	–	–	•
Stone	+	•	•
Thralls	–	•	•
Wood	–	+	•
Wool	•	–	•

Climate

The Elkyri Isles are exposed to stormy wet weather and freezing winds from the Sea of Ivae. Snow, sleet, and hail are common in winter; the islands can be covered in snow, with drifts several feet deep. Winter days are short and freezing and clanholds can become isolated for a tenday or more. The mountains can be covered in snow all year round. Spring's longer days bring brighter weather and the melting of the snow. Summer is characterized by very long days, often with clear skies during the day and rain in the evenings. Autumn sees fogs, thunderstorms, and frequent flooding of low-lying ground. The prevalent wind direction is from the west, although icy winter winds often blow from the northwest.

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GOVERNMENT

Although all power theoretically rests with King Haakis Turensyn, day-to-day government is quite democratic, as in most Ivinian kingdoms. Each greatclan has virtual autonomy within its own thranaal. All freemen have the right to voice their opinions and concerns and to vote on matters at monthly thengs held in each thranaal. A wise jarl listens to the views expressed. Tribute owed within a thranaal is collected during the theng.

The thrangaads of all three greatclans meet regularly to discuss external policy. These meetings, called *lagthengs*, are held every four months, once annually in the major settlement of each thranaal on a revolving basis. The tribute due to the king is received when he visits the settlement for the annual lagtheng.

Although tribute is approximately five percent, the lightest of all Ivinian kingdoms, Haakis Turensyns makes considerable wealth from the tribute he receives from Coselin and the tribute from the other two major greatclans. When added to the revenue from viking, it produces a large surplus. Most of the excess is invested in new warships and Rogna now has more than 100 of these. The Turensyns are the shipbuilding clan so this activity merely serves to increase their own wealth.

Law and Order

Most Rognans are violently xenophobic but remarkably law abiding within the kingdom, where the principles of the Ljarl are strictly followed. Dishonorable behavior to outsiders is frequently excused by the king's sanction to use any means to further the war against Menglana and Gelemaar.

Those who break the law within a thranaal are judged before their peers at the theng. Crimes against members of the same clan draw the harshest penalties. If the offense is minor, the guilty party is generally sentenced to serve the injured party as a thrall for a period in accordance with the severity of their crime. Theft, especially against kin, is a serious crime and is usually punished by amputation of one or both hands, and sometimes by abandonment on a distant rocky shoal. Murder and rape are invariably punished by sacrifice to the demi-god Njehu at the tide stake. Crimes involving clansmen of two or more thranaals are judged at the lagthengs and wergild is commonly involved in compensation for such disputes.

Military Resources

Nearly every free clansman who is strong enough to hurl a javelin or stand in line with shield and spear is ultimately part of the Rognan army. King Haakis can command an army of around 4,500 warriors, although any year's muster, or *wapentake*, can vary by several hundred. The warriors of Clan Turensyn and the Coselin clans directly subject to them account for half of the Rognan force, the remainder being under the command of the Geldas and Hulthards.

There are four categories of warriors within the Rognan force: clansmen, huscarls, skirmishers, and archers. The most numerous are the 3,500 clansmen who form the battle line or shieldwall armed with a spear or single-handed axe, sidearm (handaxe, dagger, or knife), large roundshield, and steel cap. The 450 heavily armed huscarls form the army's strike force or can shore up a faltering shieldwall. These experienced fighters are often the permanent guard of a valhakar; they wear mail armour and are armed with battleaxe or sword, sidearm, and helmet. Inexperienced youths and poor clansmen act as skirmishers, armed with javelins, slings, or short spears and a small shield and knife for defense; they number around 820 men. Rogna can field around 220 archers, mostly hunters from outlying thrans, who are lightly armoured and equipped with shortbow and sidearm. Greatclan valhakars and their personal huscarls often ride into battle but dismount before fighting commences.

The table below details the wapentake of autumn 719. The numbers for any particular wapentake can vary by up to ±20 percent, based on the popularity of the cause and the expected booty to be gained.

Military Resources

	Coselin	Ilby	Heling
Huscarls	255	120	70
Clansmen	1705	1125	665
Archers	105	65	50
Skirmishers	380	275	165

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INVASION PLANS

King Haakis, a talented naval strategist, plans to assault Inlevik on Hutheng Island during the coming summer, although no date has been set. He know his intentions are hardly secret and is relying on sheer numbers to overwhelm Clan Beren. To ensure that Rogna is not totally defenseless, he is planning on calling a *wapentake* of two men in every three. This will amount to roughly 3,300 men. The remaining 1,700 Rognan men, including the dragonship *Bronwyne*, will defend their own thranaals. The Rognan force will be supplemented by Jarlak's Howling Wolves, a company of 160 mercenaries from Harbaal. This fierce band of outlaws and adventurers are equipped as huscarls and are said to fight with berserk rage. Each wears a wolf-skin cloak.

The war fleet from across Rogna will muster in Coselin Bay before setting off to Hutheng. King Haakis will launch the attack at dawn. The contingent under Jarl Ermus Gelda will land to the east of Inlevik and join up with Methgar Daassel of Yathors and the Agrikan warriors promised by the grandmaster of the Order of the V'hirahn. King Haakis, Jarl Derki Hulthard, and the rest of the Rognan army will land to the west of Inlevik. When all four clans are ready, the king and Jarl Ermus will attack the vathran simultaneously. If the vathran fails to fall by the end of the day, the army will lay siege and continue to assault Inlevik until it falls or surrenders. As is customary, the victorious Rognan army will have a day of rape and pillage in Inlevik before the valhakars restore order.

King Haakis knows he cannot depend completely on Methgar's traitorous intentions. If it is just a ruse, Clan Gelda may end up in a meat grinder between the Berens and Daasels. Haakis considers it better that the Geldas be in that predicament than the Turensyns.

The Rognan Fleet

Rogna is known for it's sea-going raiders and pirates, commonly called sea-wolves by those they prey upon. The name comes from the beast painted on the shields of Clan Turensyn and carved as figureheads on the prows of the fleet's warships.

Rogna has more than 100 sea-worthy warships, vessels designed for piracy at sea and viking raids on coastal settlements. Rognans universally dye their ships' sails black and the sight of them on the horizon is enough to strike fear in the heart of the crew of any unescorted vessel.

The fleet includes a number of longships but the kingdom takes great pride in its four dragonships, which are larger than any to be found in Menglana. King Haakis' flagship, the *Deanaal,* is 120' long and has a crew of 150. The other two Turensyn dragonships are also named after Elkyri, *Bronwyne* (116') and *Alaryr* (108'), as is Clan Gelda's *Lynraal* (114'). The number of warships each thranaal sent to last autumn's wapentake is shown below.

The Rognan merchant fleet is very small, with scarcely a score of large niviks used for trade between the kingdom's islands. Rogna does relatively little trade; its high-value, low-volume goods are transported to southern ports by warship to ensure that they arrive. Of course, these ships think nothing of engaging in piracy on their return leg. Hundreds of small niviks, indathiks, talbars, and pindas are used for fishing, sealing, and whaling. A full *wapentake* of the Rognan war fleet would require all available seamen, leaving none to crew the fishing boats and niviks.

Fleet Resources

	Coselin	Ilby	Heling
Warboats	42	27	19
Longships	5	3	1
Dragonships	3	1	0

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COSELIN [C5]

Turenlund, 10,500 (thranaal)

Shield: Sable, a seawolf erect proper.

Motto: *Right the wrong.*

Registry: Dragon Lodge, 693.

Coselin's impressive vathran wall and castle comprise one of the finest fortifications in Ivinia. Its magnificent temple of Sarajin is the largest single building in Rogna and people from all over the kingdom come to Coselin to worship. Throughout summer, bands of pilgrims set off from Coselin to visit Kyriheim in Lokis. Luxuries from all over northwestern Lythia, the spoils of successful viking raids and piracy, are available from workshops and stalls.

History

Although Coselin was settled around 250 TR, the vathran was established in 366 by the outlawed Clan Abals of Hilm from Menglana. Menglana annexed Coselin in 427 and held it until the creation of the Kingdom of Rogna in 480. The temple's foundations were laid the following year; it has been extended and remodeled by every king since. The royal boat yard and the Turensyn shipworks were laid out in their current form in 631. The vathran wall was built between 640 and 647. Construction of the castle began in 644 with the accession of King Bulynd and was completed just before his death in 683.

Economics

The sea dominates the economy of Coselin, with 40 percent of the thranaal's income derived from piracy and raiding and 30 percent from fishing, sealing, and whaling. Coselin's docks, a mass of wooden wharves and slipways, cover most of the vathran's seafront. The vathran's biggest employers are the dockyard, with boathouses for Clan Turensyn's royal fleet, and the massive Turensyn shipyard and its supporting craftsmen. Coselin is rich in foreign luxuries and foodstuffs, either plundered directly or through trade for viking booty. Mountains surrounding the thranaal supply gemstones and ornamental stone, and hunting provides a wealth of furs.

Military

Coselin is dominated by the royal boat yard and its numerous warships. The crew for the dragonship *Alaryr* and two warboats live in the boat yard's great halls. King Haakis' huscarls, numbering 80 hardened warriors, garrison Khirat Coselin, the formidable and impressive castle that looms over the vathran. A curtain wall with several squat towers surrounds the vathran, but there is no permanent city watch.

Thran	Holder	AC	LQ	HD
COSELIN	Turensyn	12,645	0.87	769
Gamby	Helaat	6,862	0.75	51
Jostaad		5,203	0.74	36
Heimere	Vulard	5,726	0.77	46
Bayli	Daanyl	4,393	0.78	32
Jilka	Hulthard	5,281	0.72	37
Ritby	Turensyn	15,269	0.86	122
Annvik	Raldsyn	3,995	0.88	37
Branby		4,017	0.87	38
Reldaal		4,278	0.84	36
Osjak		4,539	0.86	40
Stronby	Ylanys	9,042	0.84	74
Borlund		4,173	0.76	35
Geldvik		5,317	0.83	43
Taalstad	Algaar	13,092	0.49	67
Trelby	Gelda	4,846	0.83	43
Bulinheim		4,803	0.84	45
Helnby		4,647	0.81	39
Vokheim	Bjeran	7,642	0.69	54
Hrenbro	Helaatsyn	6,084	0.67	38
Wunplyn	Turensyn	10,065	0.85	87
Daavydsyn		4,628	0.85	38
Olgafloss		4,151	0.84	34
Rodby		4,946	0.86	47
Ythan	Turensyn	9,676	0.81	85
Berna		6,005	0.80	51
Dasenholt		4,147	0.77	34
Froyvik		4,576	0.82	42

AC: Total acreage of holding. LQ: Land quality, based on average of 1.0. HD: Number of households; population equals HD×5.

King Haakis Turensyn

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HELING [C6]

Hulthardlund, 4,200 (thranaal)

Shield: Quarterly, sanguine and gold, a mailed fist proper.

Motto: *Justice.*

Registry: Dragon Lodge, 694.

Heling is culturally conservative, a place where traditional values dominate. Clan longhouses are still prevalent in the vathran, and the thranhold consists of the time-honored arrangement of seven longhouses and an aisled hall set in a cross pattern surrounded by ditch and palisade. The Sarajinian faith is universal and the temple sits prominently in the middle of the market square; the Ljarl is strictly followed, at least publicly.

Jarl Derki Hulthard, 46, is very much a man of the people: he will help drag a fishing boat ashore in a storm or assist with cutting down a tree to make the roof frame of a clansman's house. He delights in wrestling and showing off his strength. He is a fearless battle leader who leads from the front.

History

Clan Hulth from Leimenfjord established the vathran of Heling in 310, which makes it the oldest settlement in Rogna. The thranaal was annexed by Menglana but won its independence when the Kingdom of Rogna was founded in 480. The current wooden temple of Sarajin was built in 602 after the original burned down in a serious fire that consumed a quarter of the vathran.

Economics

Fishing makes up 40 percent of the thranaal's income. Heling's fishermen catch more fish than the thranaal can consume; the excess is dried or smoked and exported to Coselin. The Heling Smokie, the thranaal's famous variety of smoked herring, is hugely popular throughout the kingdom. Heling launches many sealing and whaling expeditions each winter and is an exporter of oil, sealskins, and ivory. It is also the base of several pirate crews; their activity accounts for roughly 30 percent of the thranaal's income.

Helgastaad is famed for its distinctive diminutive long-haired cows, which are kept for milk. Their hides are also used to make fine vellum for export. The thickly forested mountains around the thranaal do not contain good deposits of gems, but the wood is ideal for making the charcoal required by the kingdom's smiths. Heling is short of most manufactured products, including cloth, pottery, and metal goods. What is not gained through pirate plunder is traded for in Coselin, Ilby, or Chelemby.

Thran	Holder	AC	LQ	HD
HELING	Hulthard	7,256	0.86	254
Anderstaad	Terlyk	4,077	0.84	48
Helbsyn	Bjeran	2,196	0.86	26
Helgastaad	Hulthard	7,934	0.85	91
Benheim		3,045	0.86	35
Lisby		2,598	0.84	32
Ovheim		3,510	0.85	43
Looskech	Forseth	4,096	0.86	46
Ravnik	Hulthard	3,611	0.89	42
Rognere	Benaal	4,267	0.74	41
Lisaal		2,658	0.72	26
Stronech	Hulthard	6,246	0.85	79
Keborg		3,475	0.83	43
Selvyk		3,031	0.87	34

Military

As the kingdom's smallest thranaal, Heling has the smallest contingent of its army. The men of Heling are excellent sailors and extraordinary navigators and often lead the Rognan fleets on their viking raids. Their prowess is such that several pirate captains come to Heling to recruit their crews.

Jarl Derki Hulthard is a proven warrior and proud of his clan's conquests in Orbaal. He is looking forward to leading his men in combat in the upcoming attack on Hutheng. Although he has a mere 30 huscarls housed in his thranhold, all of them are well equipped, furiously loyal, and among the best in Rogna. Unlike King Haakis and Jarl Ermus Gelda, Derki has actively sought out only the best warriors, and those from outside his thranaal are as valued as his own clan. The vathran itself is fortified with a timber palisade but has no defenses of stone.

Jarl Derki Hulthard

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ILBY [D6]

Geldalund, 7,000 (thranaal)

Shield: Vert, a saltire argent.
Motto: *Never falter.*
Registry: Dragon Lodge, 704.

Ilby sits atop a rocky spur that juts out into the sea and is surrounded by water on three sides. It has an excellent natural harbor, a crescent cove with sandy beaches. A winding path leads up to the middle town that occupies the main part of the spur with cliffs on either side. The main street continues up past a rock-cut ditch into the jarl's thranhold at the highest point in the vathran. Off the tip of the spur beyond the thranhold stands a series of rocky pillars known as sea-stacks; construction of a new keep started on the largest one in 713. Clan Gelda, the holders of Ilby, have a long, rocky relationship with Clan Turensyn, the royal clan of Rogna, due to Clan Gelda's interests in Orbaal; the construction of the keep has not helped matters.

History

Ilby, the last of the Rognan thranaals to be established, was founded in 371 by Clan Choribon, the future kings of Rogna. The origins of Clan Gelda have been lost to the mists of history but it is known that they came from the Gilbenmark region of Ivinia and settled in Geldsby, a neighboring thran to Ilby. Warriors from Menglana stormed and burned the vathran to the ground in 426, with few survivors. The thranaal was annexed by Menglana and remained a part of that kingdom until winning its independence in 480 as part of the Kingdom of Rogna. In 590, more than 50 houses were destroyed in a great storm and subsequent flooding. In 665, Clan Gelda joined Clan Taaren of Horko in the conquest of Jara. Many of the clan settled in Lorkin and took the name Geldestaar. Clan Gelda has cordial relations with Clan Taareskeld to this day.

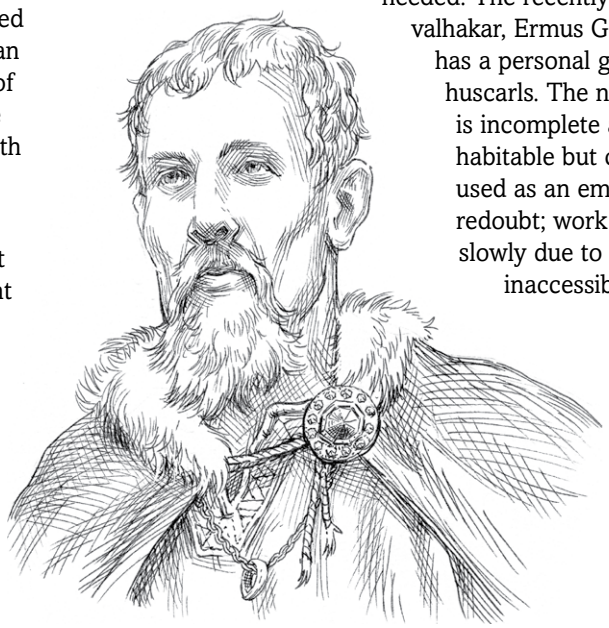
Economics

Piracy and raiding are responsible for 35 percent of Ilby's income; fishing, sealing, and whaling account for another 30 percent. Compared to the rest of Rogna, Ilby is also well endowed with terrestrial resources. Its open, grass-covered hills are ideal for hardy sheep and the thranaal produces a surplus of wool and cloth. The lower slopes of the mountains provide timber for export to Coselin and the mountains are a source of gems of excellent quality. The vathran has many craftsmen who produce dried, smoked, and salted foods that are in high demand in Coselin.

Thran	Holder	AC	LQ	HD
ILBY	Gelda	5,710	0.92	387
Chorieheim	Choribon	3,783	0.88	51
Aldisborg		2,336	0.87	35
Taelaal		3,705	0.89	49
Druvborg	Berensyn	3,139	0.87	47
Geldsby	Gelda	5,511	0.90	79
Arlassburn		3,476	0.92	46
Bjarni		2,771	0.98	43
Drevdaal		3,518	0.91	54
Tyrasvik		2,026	0.88	31
Hjaalund	Hjaal	5,290	0.90	74
Karli		2,774	0.88	40
Vikby		2,921	0.92	46
Jarik	Tillaak	4,475	0.92	65
Palak	Turen	3,166	0.87	48
Svorby	Tillaak	2,698	0.89	41
Olmonholm	Gelda	7,012	0.91	92
Gundersby		2,746	0.90	42
Jarlstad		3,225	0.94	48
Sanpere		2,819	0.92	44
Volkwik		2,899	0.88	38

Military

Ilby's clansmen are the most reliable contingent of the Rognan shieldwall and are famed for their bravery. Shepherding in the hills, which requires great stamina, agility, and throwing accuracy to ward off wolves, produces youths who are well prepared for the skirmishing role. Clan Gelda has a single dragonship and a great many smaller warships to call upon when needed. The recently elected valhakar, Ermus Gelda, 34, has a personal guard of 48 huscarls. The new keep is incomplete and not habitable but could be used as an emergency redoubt; work progresses slowly due to the inaccessible location.



Jarl Ermus Gelda

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ROGNA

KINGDOM MODULE

Rogna is a kingdom in the Elkyri Islands off the west coast of Ivinia, a region known for warring kingdoms, icy fjords, and bold mariners.

Raiding and piracy are Rogna's largest sources of wealth. Ships and settlements along Ivinia's western seaboard live in terror of the Rognan "sea-wolves" that strike with impunity in their black-sailed ships, rape and pillage, then return to the foggy Elkyri Islands.

Kingdom of Rogna details the history, culture, politics, government, religion, and economics of this intriguing island kingdom.

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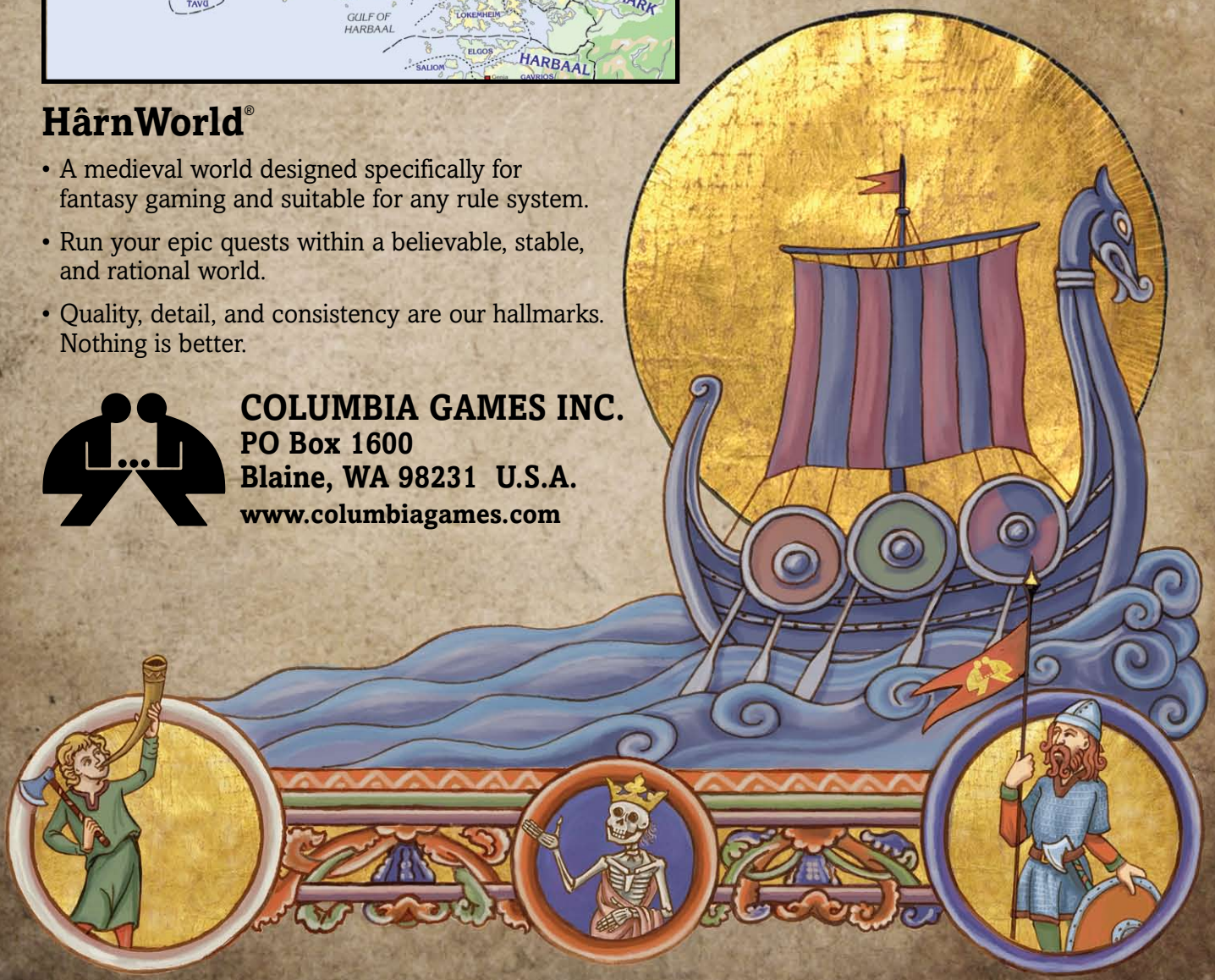

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